



All Around Us

SCIENCE Light

INTENT

Children will learn about light travel, best reflector materials, eye function, changing shadows, object appearance in water, and mirrors.

Sequence of learning

1. How does light travel?
2. Which materials make the best reflectors?
3. How does the eye work?
4. How do shadows change during the day?
5. Why do objects look different in water?
6. How do mirrors work?

MUSIC Journey into Space

INTENT

Children will learn about loops like planet orbits, make call electronic sounds inspired by space, put sounds in order to tell space stories, and imagine what Space music might sound like in the future.

Geography Local Area

INTENT

Children will learn about local and global environmental changes, impacts of mining, and interpreting NASA satellite data.

Sequence of learning

1. Why do places change?
2. How has my local area changed in the past?
3. How did my local area change because of mining?
4. How and why does the quality of the environment change in my local area?
5. How do NASA satellite images inform us of environmental change on a global scale?

Sequence of learning

1. What are loops?
2. What electronic sounds can you make?
3. How can you sequences sound?
4. What will the sounds of the future sound like?

RE Eternity

INTENT

Children will explore religious perspectives on adversity, beliefs about the afterlife's impact, rituals honouring life, and responses to death across various faiths.

Sequence of learning

1. How do religious people live through difficult times?
2. What do some religions believe happens to us when we die?
3. How would a belief in an afterlife affect someone's life?
4. What different ceremonies are there to celebrate people lives from different religions?

PSHE Spending Decisions

Exploring risk in relation to gambling

E-Safety: Reading news online (Common Sense Media)

COMPUTING Sensing movement

INTENT

Children will learn programming skills including creating programs, using selection, updating variables, conditional statements and developing programs with inputs/outputs.

Sequence of learning

1. Can you create a program to run on a controllable device?
2. How does selection control the flow of a program?
3. Can you update a variable with a user input?
4. Can you use a conditional statement to compare a variable to a value?
5. Can you design a project that uses inputs and outputs on a controllable device?
6. Can you develop a program to use inputs and outputs on a controllable device?

Art Paint, Print & Colour

INTENT

Children will learn linocut printmaking: designing, carving techniques, creating prints, and using water-based inks.

Sequence of learning

1. Create a simple one colour linocut print.
2. Carve a variety of mark making techniques using linocut tools.
3. Create a design suitable for printing
4. Print a design by hand, using water-based inks.

French Health and Hygiene

INTENT

This unit introduces words and phrases to help students talk about health and hygiene.

Sequence of learning

1. Going to the doctor
2. Going to the dentist
3. Accidents

PE Striking & Fielding

Sequence of learning

1. Can you bat effectively, using different types of shot?
2. Can you vary how the ball is bowled?
3. Can you restrict the runs batters can score by fielding in key positions and fielding the ball accurately?
4. Can you play a competitive striking game?
5. Can you hit a moving ball with a rounders bat?
6. Can you play a competitive game using skills learned as detailed in the Pupil Challenge?

REAL PE

Applying Physical

1. Can you transfer your skills to different activities and sports, performing them well even in tough situations.
2. Can you confidently combine skills in specific sports, executing them smoothly during practice.
3. Can you perform various movements and skills with good body control, smoothly connecting actions in activities like running, jumping, and throwing.